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=========================================================================
* THE EDITORS DESK                                         by Ron Kovacs
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Just a quick note this week about last week's release. An archiving
error occurred and the closing credits and 12 files were missing after
unarcing the issue. The error was found and a small attempt was made to
correct the issue, but additional problems started after that. If
anyone is interested in seeing the complete listing, please call oour
BBS for the file.

Z*Net will be released on Friday evenings/Saturday mornings until
further notice. Commitments have placed themselves on publishing day
and will from time to time cause the issue to be released on Saturday.
However, we will make attempts to keep the Friday release date.

FNET readers should stay up to date during the next few weeks for news
about BBS changes and re-locations. STeve Rider, FoReM BBS marketeer,
is moving to California from Massachusettes. His BBS, Full Moon, FNET
NODE 204 will be moving with him. Also, look for AtariBase to hit FNET
in th next few weeks.

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* Z*NET NEWSWIRE
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ST-INFORMER BREAKUP: NEW MAGAZINE TO DEBUT
The editorial staff of ST-INFORMER, a popular monthly Atari tabloid-
format publication, walked off the job on Monday, January 6, 1992, and
plan to create their own rival Atari magazine. According to Mike
Lindsay, Oregon-based editor for ST-INFORMER since its inception nearly
four years ago, the breakup is the result of a long-standing
disagreement over ownership of the magazine. Publisher Rod McDonald has
asserted sole ownership, while Mike and others had believed that the
magazine was a three-way partnership. Rather than prolong the dispute,
Mike, Darren Meers (layout), and many of the staff writers have decided
to leave ST-INFORMER and create their own new Atari magazine. Plans are
far from complete at this time, but Lindsay says that they may have a
premier issue as soon as February. Mike also indicated that although he
has no evidence that ST-INFORMER will not continue to publish, his new
magazine will voluntarily honor all ST-INFORMER subscriptions in the
event that McDonald does not choose to stay in the Atari marketplace.
Of concern to many in the Atari community is the question of whether the
fragile developer and dealer base can sustain yet another competitor for
their limited advertising dollars during recessionary times.
Subscribers, writers, and advertisers are asked to be patient while
things settle. Z*Net will have more on this story next week.

ATARI PRESIDENT PRATT RESIGNS!
Greg Pratt has left as President of Atari Corporation (U.S.) for a new
position with Creative Labs, Inc., makers of the "Sound Blaster" series
of sound cards for MS-DOS computers. After seven years with Atari and
even more years before that with the Tramiel family at Commodore, Greg
Pratt will leave the president and general manager responsibilities to a
group of people within Atari including Sam Tramiel and Augie Ligouri,
and there are no immediate plans to replace him. Greg was chief
financial officer for many years at Atari, and was named President in
November 1990 after the departure of Elie Kenan of France. Pratt gave a
rousing talk on the future of Atari at the Chicago Computerfest by Atari
in November, 1991 (reprinted in Z*NET issue #9151), in which he
indicated personal enthusiasm for the company. The agenda and goals
outlined in his talk will continue uninterrupted, according to other
Atari officials. Those close to Pratt inside Atari are both saddened by
his decision to leave the company as well as personally happy for Greg,
as the opportunity offered by his new position is very attractive and
challenging. This move had been planned for "some time" according to
Atari sources, and corporate direction and planning remain unchanged.
Vice President of Sales Don Mandell will continue to supervise the sales
organization, with marketing by Bill Rehbock, James Grunke, and Art
Morgan under the direction of Sam Tramiel. A consolidation of the Atari
U.S. accounting with Atari corporate accounting has been made, returning

to the way the company operated in 1985. Pratt assisted in this change
before his departure. An official press release from Atari Corporation
on the entire matter is expected soon.

ATARI ANNOUNCES NEW PURCHASE PLANS
Atari Canada this week released details on the new purchase plans. The
packages which include an educational institute, registered company
employee purchase programs and non-profit agencies. The pricing
structure, options and flexible payment plan ensures that a computer is
within the budget of anyone even in these economically troubled times.
Financing is underwritten by Commcorp Financial Services Inc, formerly
Norex. CIBC Leasing Inc is owned in part by the Canadian Imperial Bank
of Commerce. Structuring is done on a lease plan with 24, 36 or 42
months with payments made by automatic bank withdrawal. On completion
of all lease payments you own the equipment for $10.00. You may buy out
the lease anytime before expiration for the discounted payment stream
(balance of payments less unearned interest), plus applicable PST and
GST, with no additional fees. In a conference call with Atari Canada's
Geoff Earl (General Manager) and Murray Brown (Western Canada Sales and
Marketing Rep) we learn the plan has met with favour by dealers.
Dealers can only profit from the program. The sale of several hundred
units are possible just from one contact. The idea is to have one key
person in the company or organization involved as an administrator to
handle the transactions. This person would receive as an incentive, a
Portfolio for any sales above $15,000.00. With most companies realizing
the advantage of computers in the workplace, some are offering incentive
plans. A major westcoast city is offering a $500.00 rebate towards a
computer system for any municipal employee. A west coast telephone
company is offering a $300.00 rebate to its workers on any DOS
compatable system. School boards are also the latest to jump on the
bandwagon and realize that the workplace is not the only place that
computers belong. The students of today have better equipment at home
than most schools and probably know more than the teacher about
computers. Atari Canada has assembled some very good promo material
available for this plan. Flip charts and brochures are available and
your local representitive will be pleased to help you with your
presentations. For more information please contact Geoff Earl at Atari
Canada (416) 479-1266 or your local Atari dealer. In a similar move,
Atari US will shortly announce an arrangement with Business Credit
Leasing Corp to provide "Atari Financial Services" to companies and
individuals. The plan is to be available through dealers, who can call
1-800-328-5371 for more information.

ATARI CORP SALE RUMOR QUASHED
The backstreets of the Atari community were abuzz with the word that
Atari Corp was being, in fact had already been sold by the Tramiel
family. However, official comment this week from Sunnyvale (after the
Pratt announcement) is "Absolutely not." While recent stock position,
debt/asset adjustments, and personnel changes may have triggered the
rumor, we have been assured that Atari is moving ahead, not for other
parties to see, but to advance the company for the current ownership.
Long range planning and medium range projects are continuing at full
speed, further reducing the likelihood of any change of ownership at
Atari.

NEW ST BOOK ANNOUNCED - Press Release
CONTACT: TAYLOR RIDGE BOOKS (203) 643-9673. FIRST THERE WAS C-MANSHIP

COMPLETE. NOW THERE'S THE ST ASSEMBLY LANGUAGE WORKSHOP! Taylor Ridge
Books has announced the release of The ST Assembly Language Workshop,
Volume 1, a novice's guide to assembly language programming on the Atari
ST line of computers. Written by Clayton Walnum, the author of
C-manship Complete, The ST Assembly Language Workshop, Volume 1 teaches
the basics of assembly language programming, starting with assembly
language theory and building up to full-length programs. Covered in the
260-page book are the most-used 68000 assembly instructions, programming
style and technique, file handling, printer output, system clocks, color
palettes, screen flipping, loading pictures, and more. A complete 68000
instruction reference is also included. When it's released later this
year, Volume 2 of the series will cover GEM programming, with Volume 3
tackling various advanced topics. After studying all three volumes,
readers will have developed the skills needed to write virtually any
type of program on an ST. Even after reading only volume 1, the novice
assembly language programmer will be able to write full-featured TOS
programs. The ST Assembly Language Workshop, Volume 1 comes with a disk
containing all sample programs and assorted additional files. It is
priced at $24.95, plus $3 shipping and handling and can be ordered at
the address or phone number above. Visa and MasterCard are accepted.

ATARI SELLS MILLIONTH LYNX GAME CARTRIDGE
Atari Corp announced it has sold it's one millionth game cartridge at
the Las Vegas Winter CES Show, for the Lynx video game system. The
Lynx, which is the leading color portable and the only system priced
less than $100, has a library of 40 games. Atari's Entertainment
Division President Larry Siegel said, "Consumers have responded to the
value presented by the system and the games. With 75 titles available
by the end of the year, we'll sell a million more." Atari's top selling
title for the year was the award winning Ninja Gaiden, followed by
Warbirds and Blue Lightning. Blue Lightning, an aerial combat game,
expirienced a surge of sales during the Persian Gulf War. Warbirds, a
World War I dogfight game, is the first Lynx title to be in the top five
games on the Software Publisher's Association listing of best selling
games. By year end, 75 games will be available for the Lynx, including:
Super Skweek, Lemmings, NFL Football, Baseball Heroes, Basketbrawl, Pit
Fighter, Vindicators and Hockey.

LATEST LYNX UPDATE
In 1992, the largest color portable software library will get even
bigger with traditional role playing, classic arcade and more original
titles for the Lynx. Third party developers continue to contribute
great games to Lynx players. Telegames, Inc. has reached an agreement
with arcade giant Tradewest Inc. to publish Double Dragon and Super Off-
Road, two number one arcade games. This new long-term relationship
brings Lynx players the best of Tradewest and the best of the arcades.
In addition, several other third party developers have contracted to
program titles which will be brought out under the Atari name. These
companies include: Loriciel, US Gold and Color Dreams, Inc.

TELEGAMES BREWS UP STORM
Following up smash hits Qix and The Fidelity Ultimate Chess Challenge,
Telegames will bring out The Guardians: Storm Over Doria, and Krazy Ace
Minature Golf. Up to four players can ComLynx in The Guardians, due in
March. The Guardians, legendary heroes each with a unique set of
attributes, must locate the Master of Mystical Arts, Quellin, who has
kidnapped Doria's Prince Creshin and stolen hia crown - the crown that

controls the weather. As a Guardian you will have to travel across and
under Doria to find and defeat Quellin through mystical and physical
combat before Doria is doomed to eternal winter. There are 15 different
monsters, 30 magical spells and an internal clock that will vary
responses and activities based on time of day and day of week. In
Guardians, you can talk to anyone on the streets and use a command menu
to perform functions such as get, open, break, talk, etc... The
Guardians will be available in March and has a suggested retail price of
$44.95.

DOUBLE DRAGON/SUPER OFF ROAD
Double Dragon, a two-player game due in July, is regarded as one of the
greatest fighting games of all time. The twin brothers in Double
Dragon, masters of the material arts, must fight their way through the
streets and outskirts of the city to defeat the Black Warriors and the
evil Shadow Boss. In Super Off-Road, a four-player mud-flinging dirt
circuit race, there are 8 different stadium tracks and 16 configurations
to race on. Super Off-Road will be available in August. Both have a
suggsted retail price of $39.95.

SHADOWSOFT JOUSTS FOR SUPERHERO STATUS
Shadowsoft Inc, which recently brought out the classic Robotron with
Williams/Bally, will put Joust on store shelves in April or May and will
introduce two original titles; a puzzle game and a superhero title.
Dave Dies, President of Shadowsoft commented that the Lynx is a great
system to write games for. "We expect to release 3-4 games for the Lynx
and expect them to do very well. This is a great system to work with
because it has excellent hardware scaling and rotation and we plan to
write games for it as long as possible." According to Dies, the company
is looking to license several other titles for the Lynx.

NEW ATARI 14" FLAT SCREEN ST MONO MONITOR
To premier at the National Association of Music Merchandisers show
(January 17-19), the SM147 will be a 14" paperwhite monitor with a flat
screen. About the same dimensions or even a bit smaller overall than
the long-standard 12" SM124, the new bigger screen monochrome monitor
will feature a tilt/swivel base and retail for $259.95 (suggested). The
new monitor will not have a speaker. The SM124 will probably be
discontinued, with the SM147 becoming the standard high resolution
monitor for the STe series.

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* CANADIAN ATARI USERS CONVENTION   Press Release
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The following is an announcement as printed from the front cover of the
Toronto Atari Federation (TAF) newsletter, the PHOENIX, for January
1992, issue #80. It has been reprinted in the interest of all those in
the Atari community, from users to developers, from programmers to
dealers.

CAUC V.3 (The Third CANADIAN ATARI USERS CONVENTION)

On April 4th and 5th, 1992, ATARI CANADA and the TORONTO ATARI
FEDERATION (TAF) will host what may be the most exciting Atari event in
North America in 1992. To be held at the Skyline Hotel, the 1992
Canadian Atari Users Convention will feature the most outstanding
developers in the Atari world with some of the latest programs and
program updates. Local dealers will exhibit the latest hardware and
peripherals, and user groups from across Canada and the United States
will be on hand to share Public Domain and Shareware programs and
exchange knowledge. Door prizes throughout both days of the show,
special show prices and several major door prize packages will add to
the excitement.

Facilities will include a 15,000 square foot convention area, an
additional 7,000 square foot display and exhibit space, and seven
different meeting rooms that will host a wide range of seminars,
demonstrations and mini-concerts. On Saturday evening, a formal banquet
will bring together local users with major figures in the present and
future course of Atari.

This is the third major convention that the Toronto Atari Federation has
hosted in recent years. As one of the largest user groups in Canada, if
not in North America, TAF has consistently helped bring the best and
most contemporary computer technology to Toronto users. With membership
of approximately 300, TAF will provide the core of volunteers that make
an event like this possible. However, other user groups will also be
invited to participate, to help stimulate exchange of information among
the various Atari groups in this region and to help broaden the base of
support for this special event.

Atari Canada General Manager Geoff Earle has said that this April event
could easily surpass the recent Chicago convention, both in attendance
and participation by developers and programmers. Basing their
participation on the successful Chicago model, Atari Canada will assume
many of the initial costs, including facilities and advertising. TAF
will coordinate activities and provide volunteer help. TAF President
John R. Sheehan, SJ, noted, "The enthusiasm of our members is the reason
we felt this was a good time for a show. So many members had been
asking about a show, and volunteering to help, that we felt we really
could present a spectacular two-day event. We couldn't try it without
our volunteers, but with their help, this April will see the most
exciting Atari show Toronto has ever seen!"

Packets for dealers and developers are being prepared and should be
mailed in January. Information packets for user groups will be
available at around the same time. The Skyline Hotel will be offering
special room rates to participants, and special travel plans should also
be announced shortly.

To be placed on the mailing list for Convention information, please send
your name, address, and affiliation (developer, user group, dealer,
etc.) to TAF's mailing address:

Toronto Atari Federation
5334 Yonge St., Suite 1527,
Willowdale, Ontario, CANADA
M2N 6M2

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*  PERUSING GENIE                              Compiled by Ed Krimen
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From the "Technical Questions to Atari Corp." topic (4)
in the "Atari Corporation Online" category (14):

Message 59         Sun Jan 05, 1992
B.REHBOCK [Bill@Atari]         at 03:01 EST

AJAX itself is capable of 2.88. It does require a little bit more
support circuitry and higher clock rates.  2.88 megs is _not_ plug and
play in the TT or MegaSTE. 2.88 Meg floppy drives are not being
announced for the TT or MegaSTE by Atari.
-Bill @ Atari
----------

[Ed's note: Atari's Ajax chip will replace the current Western Digital
1772 floppy drive controller to give the Mega STE and TT 1.44meg
capability.  Some TT's are now shipping with the chip, 1.44meg drives,
and TOS 3.06.  Current owners of Mega STE and TT machines await Atari's
1.44meg floppy drive upgrade kit.]


From the "Antic Publishing's Demise" topic (11)
in the "Flaming, Debating, Discussion, Rumors" category (18):

Message 100        Sun Jan 05, 1992
T.MCCOMB [=Tom=]             at 13:47 EST

05-Jan-92  04:31:26 TO: STart subscribers Fm: Lawrence Estep-AEL

If you are one of the many who has subscribed to STart magazine and
never received it or tried to cancel your subscription and never
received a refund, The San Francisco District Attorney's Office Consumer
Complaint Unit is trying to build a case against Antic Publishing.

They would like anyone who has had a problem getting a refund to file a
complaint with them.

You can do this by calling (415) 553-1814 and tell them you would like
to file a complaint against Antic Publishing and they will send you a
form to fill out.  Or you can write them at:

Consumer Protection Unit
San Francisco District Attorney's Office
732 Brannan
San Francisco, CA 94103
============================
I got the above of another service.  Looks like its time we socked it to
Antic!

-Tom


From the "Avant Vector" topic (23)
in the "CodeHead Software" category (32):

Message 191        Tue Jan 07, 1992
C.F.JOHNSON [CodeHead]         at 16:18 EST
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GREAT NEWS! At long last, the wait is over and the first shipment of
Avant Vector EPS is on its way to us! If you've been waiting for your
order, or to upgrade to the EPS version, your wait is nearly over.

Even better -- Trade iT has apparently improved the EPS importing
capabilities of Avant Vector EPS enormously, so that it can now import
many Mac and PC style Encapsulated Postscript files that previously
didn't work.

The new version of Avant Vector is also well under way, with its Adobe
Type 1 font support and font editor, text effects, and a _lot_ more.

We expect the shipment to arrive by next week; we'll post another
announcement when we have it in our hot little meathooks.

- Charles

From the "Calamus" topic (2)
in the "ISD Product Support" category (16):

Message 264   Sun Jan 05, 1992
ISD [Nathan]   at 11:34 EST

SAK...The Multi-media module for Calamus SL will allow you to directly
connect your video camera through an interface to the TT into Calamus
SL. More on that module when it is finished. I have used the
monochrome version some months ago but I am still waiting for the
completed color version.

Cranach Studio will accomplish all your re-touching requirements and
then some. Again, more on this as it nears release.

From the "XBoot - The AUTO and DA Manager" topic (11)
in the "Gribnif Software" category (17):

Message 30   Sat Jan 04, 1992
OUTRIDER [Terry @ T2]   at 02:25 EST

I do think that most _quality_ software for the ST is underpriced, but
"Power Without the Price" is so firmly etched in ST users' minds that
it's difficult getting across to many of them that ST software
developers generally like to have food and shelter like everyone else,
and they don't spend hundreds of hours programming because they owe it
to userbase. :^(

- Terry -

From the "Mega STE" topic (14)
in the "Atari Corporation Online" category (14):

Message 125   Sun Jan 05, 1992
R.MARTIN22 [NETWORK 23]   at 00:32 EST

I saw an article in GEnie's LIVEWIRE that said the Mega STE's could
display 4096 colors at once. Is this true? If so, would the new TOS
2.06 for the STE allow the 4096 color resolution mode on the STE's as

well?

Live And Direct,
Rod Martin, Network 23 Software
Written at 4:46 PM on 4/Jan/92.

Message 126   Sun Jan 05, 1992
R.JOHNSON [Robert]   at 01:59 EST

Rod,

No, a 'just out of the box' Mega STe will not display 4096 colors at
once. At least mine doesn't. From what _I_ can tell, all they (Atari)
did was allow you to choose 0-15 shades of each color on the STe
machines instead of the 0-7 on the older ones. Wow. :-(

When I got my 1040STe I thought 'Hot Dawg!!" more colors. I guess
that's what I get for thinking. When I got the Mega Ste I knew better.
Notice that I _still_ got it though. No if Atari would upgrade our
color capabilities so we could have something close to 'the other guys'
VGA output. Just dreaming I guess.

Message 127   Sun Jan 05, 1992
J.ALLEN27 [FAST TECH]   at 03:51 EST

It is 4 or 16 colors at once out of a palette of 4096 colors. 2 or 4
bits per pixel to store the color value for each pixel. This value is
run through a lookup table of 12bit numbers to select the "actual" color
that shows up on the screen.

Message 129   Sun Jan 05, 1992
M.ABDULKAREE [ASX]   at 16:21 EST

More colors would mean a larger amount of data to be moved around.. and
even the fast BLiTTER would not be able to handle that many colors
without experiencing a slowdown. We also would needa new VDI driver and
given the software written, almost nothing would've worked!

From the "CodeHead Quarters BBS" topic (19)
in the "CodeHead Software" category (32)

Message 19   Mon Jan 06, 1992
G.NORTON   at 22:38 EST

I have heard rumours that the Codeheads are developing or purchasing the
rights to send/receive fax/modem software...can you comment on this.
Thanks.

Graham Norton
Wizard Computer Systems

Message 20   Tue Jan 07, 1992
J.EIDSVOOG1 [CodeHead]   at 21:35 EST

Graham,

Our French distributors have some FAX software that we were considering
importing but it may not be up to our standards. We're now considering
writing our own.

John

From the "G+PLUS, from Codehead Software" topic (3)
in the "CodeHead Software" category (32)

Message 116   Sun Jan 05, 1992
J.EIDSVOOG1 [CodeHead]   at 10:55 EST

Gunner,

We will not be upgrading G+Plus to replace FSMGDOS. This would be too
major an undertaking, while not being able to substantial improve
FSMGDOS. The original GDOS was small and had some glaring problems so
it was begging to be improved. FSMGDOS was done correctly and we're not
known for fixing things that aren't broken. <grin>

John

From the "Beckemeyer Development ST Software" topic (34)
in the "Software Libraries and Other Utilities" category (2):

Message 156   Thu Jan 02, 1992
D.BECKEMEYER [David @ BDT]   at 03:23 EST

Hard Disk Sentry is a software package for ST/TT systems that diagnoses
and repairs TOS disk partitions. It runs numerous tests on the FAT and
the directory and file structures. It also includes a low-level surface
anaysis disk test program. Hard Disk Sentry is also a disk optimizer.
It will unfragment all the files and folders on a disk, thus speeding up
file accesses. It is fully GEM based and is automatic and easy to use.

The current version is V1.23.

The upgrade policy is to either send in the disk with a $10 fee to:

Beckemeyer Development
PO Box 21575
Oakland, CA 94620

Or register on the free support BBS (510) 530-9682 and download the latest
version of the program.

An all new manual is in the works. When it's finished, the new manual
will be available to registered Sentry owners for $15.

Message 161   Tue Jan 07, 1992
A.MASON4 [Anna]   at 21:56 EST

What is the current cost of Hard Disk Sentry and is it more useful on
the larger hard drives (as opposed to the smaller ones like the MegaFile
30 that I have). While I know nothing about diagnosing/repairing disk
partitions, I am interested in its ability to unfragment files and

folders.

Thanks.
Anna

Message 162   Wed Jan 08, 1992
D.BECKEMEYER [David @ BDT]   at 00:34 EST

Anna, Hard Disk Sentry has a suggested retail price of $49.95. You
don't need to know anything about diagnosing/repairing disks because
Hard Disk Sentry will automatically test the disks and fix any problems
it finds. Fragmentation can affect performance on almost any sized hard
disk, even as little as 5MB. In can actually affect a 20MB or 30MB
drive more than a larger drive because the larger drives tend to have
faster seek times. Unfragmentation reduces the amount of read-write
head movement required to access the files, which is what seek-time
refers to.

From the "CyberSculpt" topic (5)
in the "Lexicor Product Support" category (25):

Message 182   Tue Jan 07, 1992
E.WELLS   at 01:31 EST

The user or recently commented here in the LEXICOR section that there
was nothing happening on the atari to make an amiga user take notice is
forgetting something. While there may already be a host of high end
graphic cards available for the Amiga, it's the software that generates
the graphics. I seriously doubt that there is an software package on
the Amiga platform that comes near the sophistication and power of
Phase-4. Granted, I'm not an Amiga user (nor do I want to be), I don't
just read Atari magazines. I read PC based as well as MAC and Amiga
publications. There are some interesting graphic apps occurring on the
PC and Mac areas, but nothing like Lexicor. And as Lexicor matures, I
think you'll see people taking note. As for the Amiga, well, I check
those all the time, and with the exception of the toaster and a few
other devices of similar function, I haven't seen one piece of software
that really made me take notice. So, while nothing on the Atari
Platform may make Amiga users take note (look again), there certainly
isn't anything on the Amiga that I can't get righ here at home.

EHW (HG)

wow, what a tirade(did I spell that right?)

From the "Quick ST 3 - Now A CodeHead Product!" topic (31)
in the "CodeHead Software" category (32):

Message 137   Wed Jan 01, 1992
C.F.JOHNSON [CodeHead]   at 23:05 EST

I just found and fixed another bug in Quick ST -- the bug that appears
when you draw bezier curves in Touch-Up or PageStream. (The screen
fills up with random lines.) Uncovered and slain.

FSM GDOS presents a few other problems for Quick ST. The first
maintenance update of Quick ST will be compatible with FSM GDOS, but it

won't do anything to accelerate FSM screen output.

This update will also include the Mysterious MultiDesk Reinstallation Technique (or MMRT, recently revealed in the "Technical Info" topic), so that Quick ST can be installed as a HotWire autorun program for vastly increased performance, without having trouble when you change your MultiDesk accessories.

One of the main reasons Turbo ST gets better benchmark numbers on some things is that it runs as a desk accessory -- and thus grabs its vital trap vectors after everything else has installed. This means that it intercepts and handles screen output calls _first_, with no extra overhead.

Installing Quick ST as a HotWire autorun program gives you the same minimal overhead, since HotWire doesn't run Quick ST until all accessories have completely finished loading. (The GEM desktop's autorun feature will sometimes run a program before all accessories have loaded, which can lead to unpredictable problems.)

When will we release Quick ST 3.06? No dates yet. It's going to take a little while. There's a lot involved in getting truly familiar with this code. It's excellent code; Darek has done a good job of commenting things and keeping it readable. But there's a _lot_ of it.

- Charles

Message 141   Thu Jan 02, 1992
J.EIDSVOOG1 [CodeHead]   at 11:13 EST

There's one other point I'd like to stress about benchmarks and Quick Index results. Some people seem to get upset because something caused their system to slow down by x%.

If for instance, the addition of a resident program causes your Quick Index results to change from 1000% to 999%, it has NOT slowed your system by one percent. It has slowed your system by one percentage _point_. In this instance, it has actually only reduced your operating speed by .1% (a tenth of one percent). An index of _990%_ would be a reduction of one percent.

The bottom line is, can you actually notice a slowdown or a speed-up when you use your computer. It's likely that some of the fixes we apply to Quick ST may produce lower Quick Index results. This is the price we must pay for elimination of bugs and increased compatibility. Whatever changes are effected, you should know that we will strive to make things as fast as possible, as always.

John

P.S. Hey guys, stop with the multi-thousand dollar figures, already <grin>. It's quite depressing since I just totalled our personal incomes from CodeHead for 1991. The sum isn't even half of your lowest figures. :-(Luckily, CodeHead is just a hobby for both of us...one to which we devote 16 hours a day.

From the "TURBO16 from Fast Technology" topic (11)
in the "Hardware" category (4)

Ok Jim, I gotta ask <grin>. Exactly why is your 030 adapter board so
much faster than a stock TT? Both are running the same CPU, both have
fast RAM available, and both are using what's basically the same version
of TOS.... What did you do?

Gregg

===
* GENERIC DOUBLE SIDED DISK DRIVE   by James Lacassagne
===

Purpose: This document is a description of the hook-ups and
modifications that I found necessary in adding a 3.5 inch double sided
drive to my Atari 520. It is intended solely as a guide to anyone who
is interested in saving a few dollars by using an "industry standard"
drive in place of the Atari SF314.

Warning: This installation seems to function properly for my system,
but I cannot guarantee anything. Also, the only way that a saving will
result is if a suitable power supply is already available, or can be
obtained at a very low price.

Requirements:

1 3.5" Double Sided Drive w/ Installation kit @ $130 (The Unit I used
   was a Toshiba ND-352 which came with a multi-purpose mounting kit.
   BE SURE that the unit is XT compatible!! (720 K etc))

1 5v/12vdc Regulated Power Supply @ $ 25 (The supply must be capable
   of supplying 5V.+/-5% @200 mA and 12V.+/-5% @300 mA. I saved some
   money here by using the same supply that I used for adding a 5 1/4
   in. drive as described in numerous articles in magazines and on
   Bulletin Boards.)

1 34 pin Card Edge Connector @ $ 3 (Yes, This is the "industry
   standard" used on all XT's and Clones. I got mine at Radio Shack.

1 Standard Atari 3.5 in Disk Drive Cable @ $ 8 (Preferably, one of the
   After Market types 6' or so in length.)

1 Disk Drive Case @ $? (This is optional--I still haven't found a
   good cheap one, but the drive seems to work fine.)

Procedure:

There are two ways to proceed with this project depending on whether you
want the new drive to be A or B. The Drive B method is the simpler, so
I will start with it.

Cut the Standard Drive Cable in half (Save the other half for another
project--maybe!)

Strip back about 2" of the outer insulation from the cable. Do Not cut

off the shield wire (a layer of wire woven around the multiple
conductors in the cable). Carefully unweave the shield, and twist it to
form a wire of its own.

Since the 34 pin connector that I used was designed for ribbon cable,
some ingenuity is required here. Each pin on the connector ends in a V
shaped stud designed to separate the ribbon cable wire and cut only its
insulation when the cover is forced in place. Since most of the wires
in the cable go to the top row of the connector (the even numbered pins)
and the shield goes to the bottom row, along with the wires from pins 3
and 7 of the Atari connector, I divided them accordingly and routed them
above and below the connector cover. Very carefully, I pushed each wire
far enough into the corresponding Vstud to hold it in place. I then
forced the cover down, forcing the wires the rest of the way into the V.
By trial and error I found that the two ground wires (pins 3 and 7) in
the cable did not provide a sufficient ground path, causing unreliable
drive operation. I overcame this by (gasp!) tying the shield to ALL of
the odd numbered pins on the connector. (That's what the twisted shield
wire is used for.)

Carefully lay it over the bottom row of Vstuds before putting the
connector cover on. The Connections Follow:

(NOTE: the colors mentioned are for an Atari Cable You should check if
you are using an After Market Cable.)

```
        34 pin conn.   Atari conn.    Signal      Color
            2              *           media chng
            4             N/A          in use
            6             N/A          d4 sel
            8              4           index       yellow
           10              5           d0 sel      green
           12              6           d1 sel      violet
           14             N/A          d2 sel
           16              8           motor on    brown
           18              9           direction   orange
           20             10           step        grey
           22             11           wrt data    pink
           24             12           wrt gate    lt. blue
           26             13           track 0     lt. brown
           28             14           wrt prot    lt. green
           30              1           read data   red
           32              2           side 0      white
           34              *           rdy/med ch
         (any              3           logic gnd   blue
         odd)              7           logic gnd   black
```

Assemble the Disk Drive and Adapter kit. It should have come with a
power cable adapter with a std XT connector on the end. You can either
buy a mating connector or cut it off and splice directly to the wires.
(Generally, pin 1 (red) is 5V, pin 4 (yel) is 12V, and pins 2&3 (blk)
are Ground.) The Installation Kit may refer to a jumper on pin 34, but
this can be ignored.

Now, the only modification to the drive can be made. On the
Installation Kit PC Board, a Jumper must be soldered between pin 2 and
pin 28 of the Drive Connector. (This is the one that actually connects
to the Disk Drive. It is identical in pin layout to the Std connector,
with pin 2 on the top left as you look at it.) This connects the Media
Change signal on pin 2 to the Write Protect signal. (Thanks to Analog2

for pointing me in the right direction on this one.) These are both
open collector, active low signals, and can be safely wired together.
(wired or configuration)

This should be all that has to be done to make the drive work. Simply
plug the cable into the OUT connector of the first drive or the 1040,
and away you go.

If you have a 520 and want this to be drive A, the procedure is the
same, except DO NOT CUT THE CABLE IN HALF. Instead, strip a 3-4 in.
section in the center of the cable, Cut and unweave 1/2 of the shield.
Lead the wires over the Vstuds as before, but cut the wires from the
Atari connector pins 5&6. (computer end) Pin 5 wire is connected to the
Std connector pin 10 and pin 6 wire is connected to the remaining end of
pin 5. (The part that will go to the second drive.) This brings the
ds1 signal to the ds0 pin on the second drive, just like Atari does it.
You can cut off the remaining pin 6 wire if you like, since it doesn't
get used. Don't forget to attach the shield to the odd number connector
pins.

If you have understood and followed my directions, the drive should
function properly. If not, there is not much that can cause damage. My
version will read and format and write to double and single sided disks
without any problems. If you encounter any difficulty, I can be
contacted through Delphi as JIMSL or Compuserve No. 72257,1613.

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===
* Z*NET SOFTWARE SHELF   by Ron Berinstein
===

Wow, so far 1992 has been a very busy year for this Atari fan! And, it
apparently as been for uploaders as well. Here is a glimpse at just
some of the files that have been posted since the ball in Times Square
dropped, and the last of the fire crackers sounded. Oh, yes, I cheated,
I also added some of the files that just got into the 1991 catalog by
being uploaded in the last few days of the month... However, I know
you'll forgive me, 'cause who had the time to do anything with them in
1991?

UPMAKR.ARC   Update Maker v.0.1 will compare 2 versions of an
application and create a binary file listing all the changes between the
two. It is intended for creating the data you would need to write a
program that updates one version of an application to the next version
when much of the code remains unchanged or only a few patches are
needed. Docs & example included.

DEMOLITION MAN 2.0, a new version of the commercial-quality puzzle game
by Clayton Walnum. The program now features three levels of difficulty,
as well as an x-ray button that gives you a quick look at everything
hidden on the board. If you can defeat the AGONY level, you're
definitely a Demolition expert! Low or High Rez. Shareware.

SPICE.LZH This is a port of the SPICE circuit analysis program for the
Atari ST It's from Germany. There is an English manual in this
distribution.

SUP_CARD.ARC A little free form database. Seems like it would be great
for storing notes, info on articles, etc. It seems to work well.

PGS_AP_D.ARC PageStream Appendix D is an on-line resource to enhance
the functionality of PageStream. This provides a dynamic window
containing the control sequences and descriptions of PageStream special
characters contained in Appendix D of the doc. (Ap'dix 2 in older doc).
Click on the special character you want to select & the info. passes on
to Pagestream.

FULCRUM.LZH This is a flyable demo of Mig-29 Fulcrum - a jet fighter
simulation. It is probably only wise to D/L this one if you are real
familiar with the ways these programs tend to work as there are no docs
included.

N_DESKTP.ACC 1.4   N_DESKTP.ACC changes the background pattern of the
desktop. The standard fill pattern can be replaced by any standard VDI
fill pattern. This is version 1.4.

NBM12.LZH   NBM, v1.2 - adds the NBMG graphics tests. NBM will
benchmark your ST/STe/TT, allowing you to compare the efficiency of your
system with that of others. The built-in Compare function lists results
obtained from various hardware setups. Also includes a Print function,
so that you can print your results.

SAT404.LZH   The Satellite Prediction Program was just updated to
Version 4.04 for tracking satellites.

STOS14.ARC   Patch program to update STOS for TOS 1.4. This will work
with BOTH STOS BASIC and the COMPILER. It is for TOS 1.4 ONLY and will
NOT update STOS for the STe, although the README file does give useful
information for the do-it-yourself hacker.

NT_COMP.LZH For all the previous JUKEBOX downloaders who have read the
doc files and saw the references to the file that would convert MOD
files to SEG files, but, that file was impossible to find... well it WAS
FOUND! This plays and converts .MOD files to .SEG files. SEG files
take practically NO CPU time but are much much longer files.

WHATIS.ARC   Guess WHATIS! WHATIS is now up to 5.5.

CLASSIFY.ARC This is an update to L. Siwicki's Classified Ads program
for Michtron BBS verison 3.0. This program works more like a real
newspaper's classified section, broken down in to various ad catagories
(ex. Autos, Music, etc;).

PROCALC.LZH The shareware version of Atari's new NoteBook's calculater.

DISKDIAG.ARC Examines your hard disks and warns you if it finds
problems. Run it when you have problems accessing files or folders on
a disk. You should also run it occasionally to detect problems before
they become serious. Automatically checks all the hard disks on your
system. If it finds problems, it will report information about the
problems and stop.

MCHREF11.ARC A program that provides often used technical information
and calculations in one package. Contains info on drill sizes and
designations, Screw thread info including clearance hole sizes, English-
Metric conversions, Gear Calculations, Geometric Calculations.

SHREDR+ V3.0A   CCSHREDR+ v3.0a from DO NOT STAMP Software. This
shareware utility will totally & completely delete files by overwriting
them with random characters. Full GEM interface, .GTP compatible,
command line support. Uses Maxifile III for multiple file selection.
Many more features! This minor update improves memory allocation.
Works on all ST/TT030 & in all rez.

AREA CODE LOCATOR V3.0A from DO NOT STAMP Software. This prg/acc
identifies every telephone area code in North America, along with local
cities, time zone, and local time. This minor update adds and corrects
some city listings as well as fixing a memory allocation bug. Freeware.
Works on all ST/TT030 machines in any resolution.

LQEFFECT.LZH   This peripheral programmer for LQ printers allows access
to 90%+ of the internal effects. Did you know your Epson 500(+) has two
character effects (shadow and outline), multiple international character
sets, extended character graphics support ? OK maybe so, but now you can
use them as well as the olde standbys (Master select), justification,
margins.

RAYVIEW4.ARC Viewer for 512 color GFA Raytrace uncompressed (.SUL)
pics. Now alerts if run from mono, Alerts TT & accelerated users.
Includes source in v3 .GFA and ASCII format for anyone who wants to
enhance or turn this into a full fledged slideshow. Color only 8mhz
mode on ST's/STE's/Mega STE's. Not for TT's.

MEGACHEK.ARC The FINANCE MANAGER! (now runs on 512K machines) v 1.1a.
Color or Mono (mono highly rec'd) TT OK in ST RES'S. MEGA-Check is a
program which will allow you to manage & answer questions about your
personal finances with a full GEM interface. Pay any bill, print
checks, handle multiple checking acc'ts, report generator, imports ASCII
data, PayMinder Alarms + More!

MOUSE EYES DB_EYES is an AUTO-FOLDER (tsr) program that places a pair
of vigilant mouse-watching eyes on the screen. Each eye follows the
mouse, where ever it may go, visible or not. Extra features: eye blinks
when mouse button is depressed. (they also blink when you poke at them
with the mouse)

CALAMUS BORDER MAKER Decorative border maker accessory for Calamus.
Comes with 5 borders with a way to get many more - up to 100! Can run
as an accessory or as a program.

TWO VERSIONS OF ST ZIP Contains two versions of ST_Zip; a full GEM
version and a much smaller TTP version together with DOCS in French,
English & German.

FUJWATCH This places a rotating or rainbow Fuji symbol into your
desktop's menu bar and also replaces the desktop's boring busy bee with
an animated ticking clock! It takes up only 5K of memory and runs from
the auto folder or desktop. Complete instructions enclosed and it works
in monochrome, bigscreen mono, ST medium and low and TT medium
resolution. This version of FUJWATCH is Squishable and fixes a bug that
might crash the machine if the VBI list was full. New PRG is 6010 bytes
while the old one was 6001 bytes. This is Questor LZHed.

CREDIT CARD CALC.   It's interesting to find out just how much a credit
card company can make from "interest" charges if you make low payments
(relative to your balance), hence this program. The program will tell

you how many payments over how many years you'll be making, and what the total amount of interest you'll pay will be. Very simple to use, and it might just wake you up as far as using those credit cards.

THE RETURN OF TEXT ADVENTURES!   These are two text adventure written with TADS (Text Adventure Development System). They are every bit as good as some of the text adventures put out by the late, great Infocom. They are shareware, but completely playable. (The donations will get you maps and hints from the authors.) They do not require TADS to use, however. If you are interested in TADS, the shareware version of it is available in the GAMES database. Text adventuring seems to have become passe' lately, but they are still some of the most intriguing and mind-confounding games you'll ever find. If you miss Infocom, these games will bring back fond memories. They are full of the same kind of humor that filled Zork with so much fun. You will enjoy them. UNNKULIAN UNVENTURE #1 and UNNKULIAN UNVENTURE #2 are the two games.

PUZZLEPUZZLE This is a puzzle game from Germany. It runs in mono only. The object is to assemble a jigsaw puzzle, which, when complete, becomes another jigsaw puzzle piece in a larger puzzle, which, when complete, becomes another puzzle, and soon, and so on. Nicely done art, digitized from originals. This one was done by the folks at Tommy Software, who also did MegaPaint, now being distributed in North America by the CodeHeads. Tommysoft's skill at programming is apparent in both this one and MegaPaint.

2 GERMAN MONO GAMES contains two monochrome-only shareware games from Germany. They are derived from a popular commercial game called ESPRIT. All the docs are contained within the games themselves, and are in German. These were obtained via Internet. OXYD, THE ORIGINAL and OXYD2, THE SEQUEL are the games.

The above files were compiled by Ron Berinstein co-sysop CodeHead Quarters BBS (213) 461-2095 from files that were either directly uploaded to CodeHead Quarters BBS, or downloaded from GEnie, Compuserve, and Delphi online services.

===
                     YEAR IN REVIEW: 1991
                 DELPHI TOP 100 DOWNLOADS OF 1991
                    Compiled by Gordie Meyer
===

This is a list of the top 102 ST Advantage Utility Database downloads from Jan. 1, 1991, until about December 10, 1991. The list is in ascending order, from the lower number of downloads to the highest number of downloads. It is interesting to note that the file with the highest number of downloads was uploaded on November 20, 1991. Which means it had only been available for 13 days when this list was compiled! This points to the recent increases in usage in the ST Advantage on DELPHI. The value of $1/hour downloads is obviously making quite an impression on many ST users.

BOOTSECTOR TECHNICIAN   8-JAN-1991   45
CAL 6.0.2   18-NOV-1991   45
DATA DIET DEMO   8-OCT-1991   45

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IBM-COMPATIBLE FORMATTER      7-JUL-1991      45
MAXIFILE 3.0 NEWS            20-MAR-1991      45
SQUEEZE IMAGE                1-APR-1991       45
ST INIT 3.1                  30-AUG-1991      45
TLC SHOWER                   17-MAR-1991      45
FORM DO IT 1.2B              22-JUN-1991      46
ST TOOLS (DISK UTILITY)      24-APR-1991      47
VDOS PROQUEUE 3.0            8-OCT-1991       47
LZH 1.1316B                  26-MAR-1991      48
SHOW STATS OF YOUR ST        5-NOV-1991       48
ST TOOLS 1.1                 23-MAY-1991      48
FUJIDESK TT                  3-FEB-1991       49
MEGACOPY.LZH                 30-MAY-1991      49
MONITOR MAGIC                4-JUL-1991       49
SFX FORMAT LZH TO TOS        27-JUN-1991      49
DMJ GIF 3.0                  18-NOV-1991      51
NEW DEFAULT NEODESK ICONS    30-JUL-1991      51
SQUEEZIM.LZH                 8-APR-1991       51
TALKING FORMATTER            5-FEB-1991       51
AREA CODE LOCATOR V3.0       12-OCT-1991      52
BIG_STE EMULATOR             21-FEB-1991      52
CALENDAR 5.1                 13-MAY-1991      52
FLOORMAT III                 9-JAN-1991       52
ICNEDIT FOR KAOSDESK         9-JUN-1991       52
MORE NEODESK 3 ICONS         30-JUL-1991      52
ZIP SHELL                    2-JUL-1991       52
DC RIGHT DC                  6-APR-1991       53
DUCK31.PRG - COMPUTER DELAY  15-JUN-1991      53
EDISK 2.1                    19-JAN-1991      53
FUNCTION ALERT               27-APR-1991      53
DABBEL FEATURE               3-JUN-1991       54
PRGFLAGS                     4-APR-1991       54
SHOWMEM4.ARC                 5-JUL-1991       54
GERMAN MULTI ACCESSORY       1-SEP-1991       56
NOTEPAD                      8-FEB-1991       56
FLOORMAT 3.5                 1-APR-1991       57
NEODESK 3 ICONS              19-AUG-1991      57
UNARJ 2.20 BY HEINZ OZWIRK   23-OCT-1991      57
ACC.PRG 1.3                  8-MAY-1991       58
DC DIRECTORY DUMP            17-FEB-1991      58
REQUEST LH5 SHELL            3-DEC-1991       58
SNAPIT                       26-FEB-1991      58
TLC FORMATTER II             19-MAR-1991      58
DIRECT-DRIVE                 3-JUN-1991       59
DOUBLE CLICK MAGNIFIER       12-JUN-1991      60
HDFREE PRO 2.1               4-JAN-1991       60
KAOSDESK - OTHER FILES                        60
UNIT CONVERSIONS DA          22-OCT-1991      60
DC DRIVE UTILITIES           28-JUL-19911
              DC-NOSTICTION.ARC (Count: 62)
              DC-DISK-STATS.ARC (Count: 60)
HOT SAVER 1.5                17-MAR-1991      62
SUPER BOOT - OTHERS          6-MAR-1991       62
CALENDAR 4.5                 17-FEB-1991      63
CHAOS DISK COMPACTOR         28-JUL-1991      64
D_VIEWER 1.0                 18-FEB-1991      65
DC ASCII DUMP                19-MAY-1991      65
DC POPBAR 1.2                21-SEP-1991      65
DCRTCALL.LZH                 15-MAY-1991      65
MAD FORMATTER                5-FEB-1991       65
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ST HARD DRIVE COLD BOOTER    23-MAY-1991    65
2 COLUMNS 4.0                13-JAN-1991    66
DCDSKINF.ARC                 2-MAR-1991     66
DC FUNCTION KEYS             12-FEB-1991    66
STE MONOCHROME EMULATOR      25-MAY-1991    66
ELF BOOT                     3-JUN-1991     67
FORMDOIT 1.0A                17-FEB-1991    67
PUMPUP FORMATTER             1-SEP-1991     67
SUPER BOOT - SOUNDS          6-MAR-1991     67
VIEW                         11-MAR-1991    67
300 DPI SCREEN DUMP          9-JAN-1991     68
NEODESK PATCH PROGRAM        25-APR-1991    68
DC SALVAGE                   29-JUN-1991    70
PFX PACKER                   7-JAN-1991     70
LOW REZ SWITCHER             18-JUN-1991    71
DC LIGHT OFF                 30-AUG-1991    72
DC MAX TRACK                 19-JAN-1991    72
DC MOUSE WRAPPER             3-JUN-1991     73
DC POPBAR                    5-MAY-1991     74
GERMAN TRANSLATOR 1.6        11-NOV-1991    74
ST ZIP V.09                  30-JUN-1991    74
ARCSHELL 2.6                 28-JUL-1991    75
GIF CONVERTER                18-FEB-1991    75
IMAGE VIEWER                 19-MAR-1991    78
UNERASE                      8-FEB-1991     78
MEMFILE 3.0                  4-FEB-1991     80
HDWAIT2.ARC                  18-AUG-1991    83
DISKFIX                      11-MAR-1991    84
DC TOPPER                    14-APR-1991    90
DC RUN REZ 1.0               6-SEP-1991     93
DC BOOT IT                   27-APR-1991    98
LHARC 2.01E                  25-SEP-1991    101
CONTRL.LZH                   22-FEB-1991    106
VIEW GIF 1.2                 18-FEB-1991    106
XCONTROL                     22-JUN-1991    113
LHARC 11318                  8-APR-1991     114
SUPER BOOT V7.0              6-MAR-1991     115
MULTIARC 1.35                14-APR-1991    118
LZH201I                      20-NOV-1991    142
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